

PARKER BROTHERS
ARCADE/ACTION
SOFTWARE

FROGGER™



CARTRIDGE FOR COMMODORE 64

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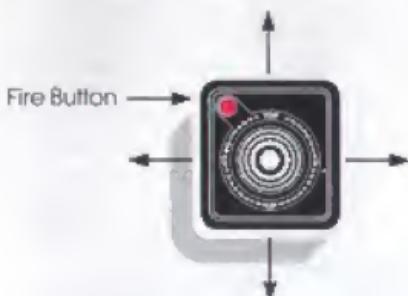
Object

The object of the game is to hop as many frogs to safety as you can—and to score the most points along the way!

Setting the Console Controls

1. Make sure the cartridge is placed firmly in the cartridge slot.
2. Turn the OFF/ON switch to ON. You'll see the initial screen.
3. Press F3 to choose FAST or SLOW game speed. If you choose the "fast" option, the floating objects will begin each level by moving at a slow speed and then increasing to a faster rate. Current game speed is indicated in the lower left corner of the screen.
4. Press F5 to choose a 1- or 2-player game.
5. To start press F1.

The Joystick Controller

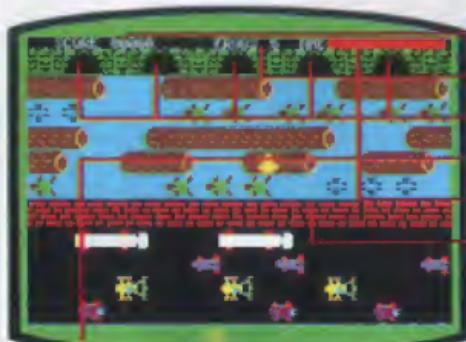


Plug the joystick controller(s) into the jack(s) on the right side of the unit. Use Control Port 1 for the 1-player game and both Control Ports for the 2-player game. Move the joystick up, down, left, or right, whichever way you want Frogger to move.

To stop play at any time, press the Fire Button on the joystick. To resume play, press the Fire Button again.

Playing

This illustration shows the journey Frogger must make:



- Score
- Remaining Frogs
- Home Bays
- Sidewalk
- Time Band
- Riverbank

You'll start the game with 5 frogs. The first frog is shown on the sidewalk below the traffic. The number of remaining frogs is shown in the center of the screen, above the home bays.

Time Band

The red Time Band keeps track of time. You have approximately 30 seconds, or "ticks" on the cartridge timer, to move Frogger home. If time runs out before you get Frogger home, you'll lose him. However, if you take Frogger home safely, you'll score extra points for the time you have remaining.

From Sidewalk to Riverbank

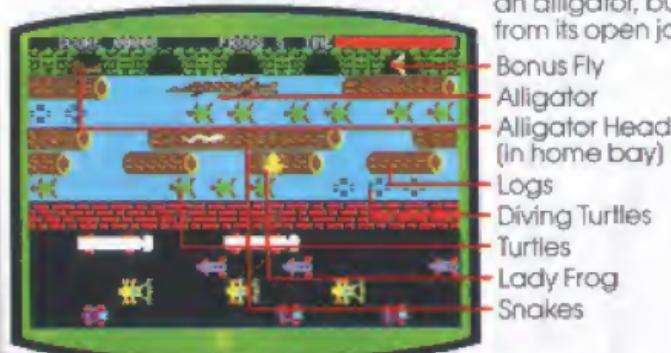
You're ready to start Frogger hopping through the 4 lanes of traffic as soon as the screen appears! But be careful—you'll lose Frogger if he touches any part of a vehicle or is run over.

From Riverbank Across River

Hop Frogger forward or backward from one row of logs or turtles onto the next in order to cross the river. You can jump sideways on a log or row of turtles, but don't jump off the end or you'll lose Frogger. Be sure you jump your frog off a river object before it reaches the left or right side of the screen. If you don't, you'll lose your frog.

And be careful with diving turtles. You can jump onto the back of a partially submerged turtle, but you'll have to hop off before the turtle dives.

You can score bonus points by hopping Frogger onto the yellow "lady" frog and then taking her home. But watch out for alligators and snakes. You can jump on the back of an alligator, but keep away from its open jaws.



From River to Home Bay

Successfully hop Frogger into a home bay, and he's safe and sound! But watch for these things:

1. Jumping Home:

Hop Frogger into a home bay when he's directly in front of it. If Frogger hits any part of the green shrubbery on the sides of the home bay, you'll lose him.

2. Occupied Home Bay:

Frogger can't jump into a home bay that's occupied by another frog.

3. Alligator's Head: If an alligator's head is showing in a home bay, it's not safe for Frogger to jump in. If the head is just beginning to show, however, Frogger won't be harmed.

4. Fly: If you hop Frogger into a home bay while a fly is showing, Frogger gets a free meal—and you score extra points.

Game Difficulty

Each time you bring 5 frogs home, the game will continue at a more difficult level with your remaining frogs. The speed and density of the traffic and floating objects will vary; and alligators and snakes will appear.

End of Game

The game ends when no frogs are left.
To play again, press F1.

Two-Player Games

Player 1 goes first; players then alternate turns. Your turn ends when you lose a frog. Whoever is up has his or her score displayed in the upper left hand corner of the screen.

Scoring

Jumping Frogger forward	10 points
Successfully jumping Frogger home	50 points
Successfully jumping 5 frogs home	1000 points
Taking a lady frog home	200 points
Eating a fly	200 points
Extra points for time remaining ...	10 points per remaining tick
Every time you score a total of 10,000 points you'll get another Frogger!	

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